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[Career and Technical Education Center](#) [Teacher Webpages](#) Shoptaw, Shawn

Please watch and follow along with all of these tutorials

follow along with them and turn in (you will have to create a landscape with grass texture and some water).

Add animated traffic lights in your town that switch from green to yellow to red to yellow to green.

Add an animated blinking light somewhere in your town.

IN ORDER TO SEE YOUR LIGHT IN 3D Max 2018, YOU HAVE TO RENDER THE SCENE.

3D Max Lighting 1 203



3D Max Lighting 2 Tutorial using daylight systems



3D Max Lighting 3 Tutorial



follow along with them and turn in (you will have to create a landscape with grass texture and some water).

Add animated traffic lights in your town that switch from green to yellow to red to yellow to green.

Add an animated blinking light somewhere in your town.

I HAVE OPENED THE EXAM REVIEW QUIZZES. THESE CAN BE TAKEN AS MANY TIMES AS YOU WOULD LIKE AND I WILL ONLY KEEP THE HIGHEST GRADE. ANYONE WHO HAS NOT STARTED THESE THE WEEK BEFORE EXAMS WILL GET A 0 PUT IN THE GRADE BOOK JUST SO YOU CAN SEE THE IMPACT ON YOUR GRADE IF YOU CHOOSE NOT TO COMPLETE THEM. THE LAST DAY TO TAKE THEM WILL BE THE DAY BEFORE FINAL EXAMS START. THIS DEADLINE WILL NOT BE EXTENDED. THE LINKS ARE BELOW OR YOU CAN ACCESS THEM THRU QUIA.

[Quiz 1](#)

[Quiz 2](#)

[Log in to Quia to complete 107-3](#) (watch the video "Pixel Coordinates" first, if you don't see the video: right click on the video, select "open with", then select "VLC")

Using the "Noise" modifier, create a plane in 3D Max, apply the noise modifier and use the settings to make terrain.

Apply materials, a bump map, create rocks and other objects to make the landscape look as real as possible. Name this "107 terrain" and **ONLY TURN IN A RENDERED .jpg**.

If you do not know how to do one or more of these things, please look back at the videos and do some research on the things you do not remember or know how to do.

[Log in to quia to complete 107-1 using this Quia worksheet](#) **USE THE POWERPOINT TO ANSWER THE QUESTIONS!!!!!!**

Honors: Don't forget that your design brief and model will be due in roughly 5 weeks!

Add pictures and illustrations to your PowerPoint to explain what you will be working on.

We will be starting our big modeling project soon. This will be an opportunity for you to demonstrate your modeling skills and display your creativity. The following two assignments are being assigned to help get some ideas for your project. The assignment AND your ideas may change however, I wanted to get you started thinking about what to model.

[Watch this video to learn how to create and edit PowerPoints.](#)

Create a PowerPoint, explaining something you would like to model. It should consist of at LEAST 10 slides. You may use pictures that you find on the internet, however, you must reference them correctly ([use this link to find out how](#)). The PowerPoint should be laid out to look nice and have background elements (if you use a standard solid background or do not add other elements shown in the video it will affect your grade). The PowerPoint should explain the idea, how you will model it, why you want to model it. This model will need to be animated so discuss this in your PowerPoint as well.

You will be responsible for not only this assignment but for knowing PowerPoint and how to use it. PLEASE take the time to make sure you understand PowerPoint!!!!

Put your turkey in an environment (build a setting around him/her to make it look like a real area). When you render the animation, we should not see any blank/black space or things that would not be present in a real or cartoon world.

Watch the following tutorial

[Animation](#)

Model and animate a turkey doing something (dancing, singing, jumping, ... whatever... have fun with it). Keep in mind that you can animate an object in 3D max just like we animated the door in the tutorial. You can animate rotations, movements, etc. just by moving the slider, moving the object and clicking "key" (making sure your autokey is on). Say in your head while animating... "Move slider, move the object, hit the key". The trick is to make sure that everything you will move on the turkey is A SEPARATE OBJECT.

Today will be a make-up day. IF YOU ARE NOT WORKING ON MAKE-UP WORK, YOU NEED TO BE WORKING ON YOUR TOWN. If you are not doing make-up work or your town, I will grade your existing work and you will NOT be able to make up missing work!!!! This means, if you are on your phone or games and not doing work, your missing work will not be able to be made up!!!

Any makeup work MUST be turned in by next Thursday and a late work form must be filled out. Anything not turned in by then will be considered a permanent 0 in the grade book.

Honors students, please make sure you have been working on your honors project!!!

Model two different LEGOs that are to scale. I have included below, a diagram of LEGO dimensions. Please look over this very carefully! You will have to do some math to get this correct.

[Watch this video on scaling](#) (Use a box instead of the car to follow along with the video)

Your Lego pieces must have at least four connection points (at least four cylinders that are used to connect blocks together). The LEGO must be turned in as ONE SOLID piece. Do not turn in models that are made of multiple object. You may model it using multiple object but must connect everything. Also, the bottom of the LEGO must be correct. If the object was made it must actually connect together.

[Diagram of a Lego](#)

EVERYONE NEEDS TO WATCH THIS [TUTORIAL ABOUT MOVING AND ROTATING PIVOT POINTS](#)

IF YOU HAVE COMPLETED THE LEGO UVW MAP:

When you have finished the materials on the Lego piece:

- Open your town
- In the upper left corner of max, click on the max logo (where you would go to save the town)
- Hover over Import
- Select "Merge" from the rollout
- Bring in your lego piece to your town and have him/her walk down the sidewalk

Watch (do not follow along) the tutorial [101 3D Max UVW Part 1](#)

- Open your town
 - In the upper left corner of max, click on the max logo (where you would go to save the town)
 - Hover over Import
 - Select "Merge" from the rollout
 - Bring in the unmodified (gray) lego piece from 200-0 to your town and have him/her walk down the sidewalk
-

Start thinking of a more complex model you want to do in 3D Max. This will be an assignment coming soon. You will need to submit your idea later with details. The model will have to be animated, have lighting, materials, etc.

Watch "The LEGO Movie - Official Teaser" in the 200-0 folder. While watching this video remember that ALL things that were in this movie were made in 3D software like 3Ds Max. There were no real Legos in this movie.

Watch the tutorial [101 3D Max UVW Part 1](#) and make your OWN UVW Map of the lego man found in 200-0. You probably will NOT have to relax the lego UV Map.

Watch this Lego tutorial to help with the lego man!

[3D Max Lego](#)

Requirements:

Face
Shirt
Pants

If you're not able to open the 3D Max file, import the "LegoManFBX" file into 3D Max

HONORS, DON'T FORGET TO BE WORKING ON YOUR PROJECTS!

Watch [this tutorial](#) and try to animate your key turning properly in the lock.

[This video may help you understand how locks work.](#)

Honors students, don't forget to be working on your project!!!

Complete 200-1 today.

Watch this [tutorial about Low Poly Modeling](#).

Watch these tutorials about 2D Shapes in Max.

[2D Shapes Part 1](#)

[2D Shapes Part 2](#)

Complete 200-1 (Hint: you will probably need to extrude, find the spring geometry, and you will need to Boolean some things.)

MAKE SURE YOU SPELL ANSWERS CORRECTLY!

[Complete this Quia worksheet](#) using the 106-2 PowerPoint (you can only take this once!)

If you miss one and think you submitted a correct answer, email me ONE TIME with the question AND answer and I will look at it, however, DO NOT SEND THE EMAIL UNTIL YOU HAVE COMPLETED THE QUIZ.

Watch and follow along with this [tutorial about bending](#).

BEFORE YOU WORK ON ANYTHING ELSE, PLEASE TAKE THE COLOR QUIZ. THE SECRET WORD IS "blue". MAKE SURE YOU TAKE THE "105 COLOR AND ITS APPLICATION" FOR THIS QUIZ!!!

AFTER YOU TAKE THE "105 COLOR AND ITS APPLICATION" QUIZ...

[Complete this worksheet](#) using 106-1 PowerPoint (the secret word is "106")

Watch the tutorial below (You must be logged into Google using your school account to view). Render a .jpg of your town and turn it in named as "106 town render".

[3D Max Rendering](#)

V106.02 Summarize basic 3D modeling concepts

Watch and follow along with this [tutorial about making a boat using loft](#).

Watch this tutorial and follow along about [using Cross section and Surface modifiers](#).

Then make your own boat using whichever method you prefer, put materials on it. Try to make your boat look as real as possible. Add materials and details to it. Save it as "010 Boat". (Hint: if your lofts do not work at first, try to change the order in which you click on things)

Honors students, don't forget to work on your honors project before the end of the nine weeks.

V106.02 Summarize basic 3D modeling concepts

Complete 105-6 Watch the video, Log into Quia and take the quiz "How It's Made - Special Effects (there is no secret word for this quiz). **UNLIKE OTHER QUIZZES, YOU WILL ONLY BE ABLE TO TAKE THIS ONE TIME!!! USE THE VIDEO TO HELP YOU ANSWER THE QUESTIONS.** You may rewind or pause the video to get the answers. If the video does not open, right-click on it, select open with and then choose "VLC player"

Complete the following tutorial.

WHILE WATCHING ANY TUTORIAL, YOU SHOULD BE FOLLOWING ALONG IN THE SOFTWARE CREATING THE SAME THING THE TUTORIAL IS CREATING.

DON'T FORGET YOU SHOULD BE TURNING IN WHAT YOU CREATE WHILE FOLLOWING THE TUTORIALS. NAME EACH OF THESE WHAT THE TUTORIAL IS NAMED. EXAMPLE: Mirror and clone should be named "Mirror and Clone".

[Loft](#)

Create your own building using the loft tool, apply materials to all of it, create a second EXACT building and put different materials on it. Put this building in your town.

WE WILL HAVE A QUIZ ON 105 COLOR Monday!

PLEASE REMEMBER THAT THE POINT OF THIS ASSIGNMENT IS TO MAKE IT LOOK AS REAL AS POSSIBLE!

V106.02 Summarize basic 3D modeling concepts

Only do this assignment AFTER you have finished everything else! I will not be taking late work (before this assignment) after Thursday, Oct. 17th. All assignments that have not been completed before this project MUST be turned in by then if you want to receive credit. PLEASE take the home the assignments you can to complete.

Create a realistic-looking Halloween scene in 3D Max. Have fun with it, be creative the only criteria are the following...

- School appropriate
- No pistols, rifles or shotguns

You will have 2 days on this assignment.

If you get done early, I will give you another assignment.

Any makeup work **MUST** be turned in by next Thursday and a late work form must be filled out. Anything not turned in by then will be considered a permanent 0 in the grade book.

Complete 105-4

TAKE THE QUIZ BEFORE YOU WORK ON ANYTHING ELSE TODAY!

Quiz name: SciVis 104 Ethical Use of Electronic Media

Quiz word: cannotcopy

Complete 105-3

Using what you learn in [3D Max Materials 3](#), add reflective material to your town.

Any makeup work **MUST** be turned in by next Thursday and a late work form must be filled out. Anything not turned in by then will be considered a permanent 0 in the grade book.

Complete 105-2

Using what you learn in the [3D Max Materials 2 video](#) add a flower box planter with a different material on the inside than it has on the outside (just like the tutorial shows) to your TOWN.

DO NOT WORK ON ANY OTHER ASSIGNMENTS TODAY OR TOMORROW EXCEPT THIS ONE!!!!

Today we are going to have a friendly competition using 3D Max and Photoshop. You will have two days to model a boat in 3D Max and use Photoshop to make materials for your boat. The goal is to make the most realistic looking boat with the highest amount of detail possible. You will only have two days to complete this.

Rules:

- You may use any modeling tools in 3D Max you would like.
- You may look up how to do specific things in 3D Max and Photoshop
- You may NOT use tutorials or step by step instructions on how to make a boat in 3D Max
- You must use only materials you make yourself in Photoshop (you may not use pictures or materials found on the internet)
- You may model any type of boat you would like but the more realistic and detailed the boat the better the results will be
- You may NOT use any downloaded models or parts of a model (you must make everything yourself)

V106.02

Summarize basic 3D modeling concepts.

We are going to have a 3D Max modeling competition starting soon. Be thinking of something you would like to model for this!

Complete 105-1

PHONES ARE BECOMING AN ISSUE. I AM HAVING TO START ASKING STUDENTS TO GET OFF OF THEIR PHONES BECAUSE THEY ARE DOING THINGS OTHER THAN LISTENING TO MUSIC. CONSIDER THIS YOUR WARNING! If it continues, we will stop using phones in class.

Today is a make-up day. This is NOT a free day. This is not a day to play games or do anything else nonclass related.

- First, please make sure you have turned in ALL written work. **CHECK YOUR GRADES!!!!** Also, just because something is not in the grade book now, does not mean I will not put it in. ALL LATE WORK FORMS HAVE BEEN PUT INTO THE GRADE BOOK.
- Second, complete all Photoshop and 3D Max work. I will be randomly selecting 3D Max tutorials to check. If you have not turned them in, you will not receive credit. **NAME THEM THE SAME THING THEY ARE NAMED IN YOUTUBE.**

I will stop taking late work in about two weeks so report cards can be sent out. When this happens, I will no longer accept any work that is late. This includes work not in the grade book yet.

Don't forget to retake your quizzes to improve your grades!!!!

- If you have completed EVERYTHING assigned, please work on your 3D town. We will be turning this in a few weeks from now. You should have the following video concepts in your town as of now. You should also have completed each of these tutorials.

[3D Max Materials 1 tutorial](#)

[3D Max Basic Modify Tutorial](#)

[3D Max Basic Poly Modeling](#)

[3D Max Materials 2 video](#)

[3D Max Materials 3](#)

[Mirror and clone](#)

[Loft](#)

BEFORE YOU WORK ON ANYTHING ELSE TODAY, TAKE THE TWO COMPUTER QUIZZES (Hardware & Software)
The secret word is "harddrive"

Complete 104-3

If you finish early, brush up on your 3D Max skills...we're doing something a little different tomorrow and Friday!!!!

V103.03

Summarize the ethical use of electronic media.

Complete 104-2

We will have quizzes on computer hardware and computer software on Wednesday.

If you get done early work on your town.

V103.03 Summarize the ethical use of electronic media.

BEFORE YOU START THE ASSIGNMENT BELOW WORK ON ANY UNFINISHED WORK.

Choose two of the following tutorials to use in your town. You DO NOT have to turn in the tutorials for these, just watch, learn and use in your town.

[Mod 1](#) (Has already been shown)

[Mod 2](#) (Has already been shown)

[Mod 3](#) (Has already been shown)

[Mod 4](#) (Has already been shown)

If you are having a hard time keeping up, please take any written work home to complete. You can use Google drive for this.

Today is the last chance to retake the quiz!!!

Watch the [following tutorial](#). Don't forget to turn in the tutorial!!!!!! These tutorials cover basic modifiers in 3D max. In these tutorials I only cover a few modifiers however, there are many modifiers for almost all situations and shapes. Follow along with this tutorial and turn it in as "3D Max Basic Modify".

Once complete, add other things to your town that use modifiers (you should add at least 5 other items using modifiers).

Don't forget to keep a record on your work document about the things that you add to your town. You should summarize the modeling techniques that you use and how you used them.

Also, if you are not sure about a modifier, open a new 3D max file and try it out before you try to add it to your town.

[3D Max Basic Modify Tutorial](#)

[3D Max Basic Poly Modeling](#).

When you complete this, open a new 3D Max file, create a landscape with hills and put materials on the ground, rocks, trees, etc. to make them look as real as possible. Save this to your unfinished folder as "landscape". We will be using it on a later assignment.

V106.05 Produce a 3D model with animation and rendering.

Complete 104-1

Watch AND follow along with any 3D Max tutorial below (in the announcements) you have not seen yet. We will be doing more and more with 3D Max and it is VERY important that you watch and DO all of the tutorials. Please turn in the final design after watching each tutorial. When you turn them in, you should name them the same thing they are named in Youtube.

Honors: work on your town or honors project when finished.

Please remember that I am not regrading work unless you have filled out the late work from at the top of this page!!!!

V103.03 Summarize the ethical use of electronic media.

Use today to get caught up and then add materials to your town. Once complete, start making your town look better. If you have not started your town, you have a lot of work to do today!!!

YOU SHOULD NOT BE PLAYING GAMES OR DOING THINGS NOT RELATED TO CLASS. I WILL ASSIGN OTHER WORK IF THIS IS THE CASE!!!

V106.02 Summarize basic 3D modeling concepts.

[Before you do anything else today, please take the 101 careers quiz. The secret word is "money"](#)

Watch and following along with the [3D Max Materials 1 tutorial](#) (Note: a change in 3D Max requires once you open the Material Editor (hitting "M" on the keyboard) to click Modes -> Compact Material Editor to access the editor used in this tutorial.)

Watch and do the "103-3 PROJECT 3D Max Building Example" video. This video does NOT show you step by step how to make this building but rather a progression of me building it (Note: **you must use Photoshop and 3D Max**). You should be able to complete the steps in the video to create this building in 3D Max **IF** you are caught up with all of the videos. The picture for this building can be found in the Tutorials -> 3D Max -> Support Files. Make this building and place it somewhere in your town. I have also created a cheat sheet in the tutorials folder to help you with the tools used called "PROJECT 3D Max Building Example Tools used".

Add your own building with materials found on the internet to your town. Use multisided materials and modify the pictures you find on the internet using Photoshop. Try to make this model look as real as possible.

I will now only regrade missing work if you submit the "LATE WORK FORM". The link can be found at the top of this page. You must answer all questions and I will regrade these items on the days I grade other assignments. **IF YOU DO NOT FILL THIS FORM OUT, THE ASSIGNMENTS WILL NOT BE GRADED! DO NOT FILL THIS FORM OUT IF YOU DO NOT HAVE A 0 IN THE GRADEBOOK.**

Complete Project 103-2

Honors: When you have completed all the assignments, you should be working on your model. The design brief will need to be completed at home or after your model is completed (without animation or cameras as we will cover this later)

V103.02 *Interpret the use and application of different types of software programs.*

Don't forget that you have two class days to retake your quiz a second time. The "Secret Word" is still the same.

Complete Project 103-1

Make sure you have watched all the tutorials assigned up to this point. You should have added something from each tutorial to your town. Open a word document, call it 3D town and list each thing you added based on a tutorial and beside it tell me how you created it. Example: light pole - Bend modifier.

When you complete this project, work on your town and include items that have not previously been suggested.

We will take the 101 careers quiz Monday

V103.01 *Describe basic computer hardware and software.*

YOU WILL NO LONGER RECEIVE FULL CREDIT FOR LATE WORK. IF YOU ARE BEHIND, PLEASE TAKE THE WORD DOCUMENTS AND POWERPOINTS HOME AND COMPLETE THEM FOR HOMEWORKS.

CHECK YOUR GRADES!

All assignments are now being counted late if they are not turned in on time and all late work has been graded.

Today will be a makeup day. This means that today's the day to make sure EVERYTHING is turned in and to get things completed you haven't had time for. If you are not working on an assignment or learning something in Photoshop, 3D Max or working on your honors project then **you will be given an alternate assignment.**

Today we are going to go computer shopping!

Choose three computers from the internet and complete the following document. Use the [dell](#) website to complete this (you may use another site that sells computers however, you will be responsible for finding the information that you will need).

Complete Project 102-2

We will have a quiz on SciVis Careers (101) on Wednesday

V103.01

Describe basic computer hardware and software.

Complete Project 102-1 (Don't forget the "Essay" on the matching assignment)

We will take the quizzes as soon as everyone gets to class. While you are waiting, please read the following.

Today is a make-up day. This is NOT a free day. This is not a day to play games or do anything else nonclass related.

YOU WILL NO LONGER RECEIVE FULL CREDIT FOR LATE WORK. IF YOU ARE BEHIND, PLEASE TAKE THE WORD DOCUMENTS AND POWERPOINTS HOME AND COMPLETE THEM FOR HOMEWORKS.

- First, please make sure you have turned in ALL written work. **CHECK YOUR GRADES!!!!** Also, just because something is not in the grade book now, does not mean I will not put it in.
- Second, complete all Photoshop and 3D Max work. I will be randomly selecting 3D Max tutorials to check. If you have not turned them in, you will not receive credit. **NAME THEM THE SAME THING THEY ARE NAMED IN YOUTUBE.**

- If you have completed EVERYTHING assigned, please work on your 3D town. You may look up tutorials on Youtube or just expand your town. Later we will be adding water and other details. You may start setting these things up now.

Ideas:

- Sky
- Water/lake/river
- Parking lot
- Water tower
- Abandoned building
- Graveyard

IF YOU HAVE COMPLETED EVERYTHING FROM ABOVE, WATCH THE FOLLOWING TUTORIALS AND ADD SOMETHING TO YOUR TOWN USING THE KNOWLEDGE YOU HAVE GAINED FROM THEM.

YOU DO NOT NEED TO TURN THESE TUTORIALS IN!

3Ds Max 5 min Mods Tutorial: Affect Region Modifier



3Ds Max Tutorial: Bend modifier



3Ds Max Lattice Modifier



3Ds Max melting Ice



IF YOU ARE DOING NON CLASS RELATED THINGS, I WILL ASSIGN ANOTHER ASSIGNMENT.

CHECK YOUR GRADES! IF YOU ARE BEHIND, YOU SHOULD BE TAKING THE WORD DOCUMENTS AND POWERPOINTS HOME AND COMPLETING THEM!!!!!!

We will have a quiz on 100-1 & 100-3 tomorrow! If you have not set up Quia (we did this several classes ago, please do so now). Remember you will have a chance to take the Quizzes twice. The first time will be tomorrow and then you will have two class periods to retake it one additional time.

3D Max Hint: The wheel in the middle of your mouse is also a button. If you press it when your cursor is in a viewport you can pan just like you can in Photoshop!

Watch the following tutorials and then add detail to your town. **While you are watching the tutorials, have 3D Max open and follow along!!!**

[3D Max Groups and Links](#)

[3D Max Layers](#)

[3D Max Align](#)

[3D Max Mirror and Clone](#) (in this video, do not worry about getting the box to look like mine. Just use a standard cube)

Add the following things to your town:

Light Poles

Streets

Awnings from buildings

Recessed doors and windows

Trash cans

Parking spaces

Places to put signs for businesses (don't worry yet about actually having graphics or text on the signs)

Make sure that everything is aligned properly in your town

Name the individual objects if you have not already done so. Then create groups as they need to be made out of the subgroups.

(Example for subgroup: everything that you lofted should be grouped together and named "Loft")
 (Example for a group: all things that make up a building should be grouped together and named "building")

You should have the following subgroups in your town (you may have more than this):

Shapes
 Modify

You should have the following groups (and create things that fit under these groups):

Building
 Roads
 Landscaping

Once you have everything organized, rename the objects themselves to indicate what they are. Example: All components of the light pole should be named something like "lightpole_top" & "lightpole_base".

Once you have completed everything, open a NEW 3D Max file and start modeling the INSIDE of one of your buildings. (be creative but make sure that your model would actually fit the shape of one of your existing buildings). This project should only be worked on when you have extra time. DO NOT work on this while other assignments are available.

HONORS you may work on your honors project instead.

CHECK YOUR GRADES!!! ALL makeup WORK HAS BEEN GRADED. IF YOU TURNED IN A FORM OR AN ASSIGNMENT AND STILL HAVE A 0 KEEP READING...

If you have a 0 this means one of a few things...

- 1) You did not do an assignment
- 2) You did not turn the assignment in
- 3) You did not name the assignment properly (if you can't find it, look in your unfinished folder. This is where I will put it if I don't know what it is.)

Today is a makeup day. Please work on PowerPoint work first and then go back and make up any tutorials you have not watched. Please remember, as you watch the tutorials you are expected to follow along and turn in your final model for each tutorial unless told otherwise!

JUST BECAUSE SOMETHING IS NOT IN THE GRADEBOOK ONE DAY, DOES NOT MEAN IT WILL NOT BE IN THE NEXT DAY!!!!

ALL TUTORIALS SHOULD BE FOLLOWED AND TURNED IN. ALL TUTORIALS SHOULD BE NAMED THE SAME AS WHAT THE TUTORIAL IS TITLED.

I AM GOING TO GRADE THESE SOON. YOU SHOULD GO THRU YOUR ASSIGNMENTS FOLDER AND MAKE SURE YOU HAVE ALL TUTORIALS COMPLETED AND TURNED IN.

EXAMPLE: Photoshop Tools 1

Day 8.5

- Today will be the second day for the science drawing. Make sure that if your drawing included two separate drawings that you have completed both!

- Once you have completed it, make sure you have completed all previous assignments.
- Back up your work to a flash drive or your Google account! Keep one copy in the "Unfinished" folder until it is complete and another copy somewhere other than your computer.
- **CHECK YOUR GRADES ONLINE!!! All work will be graded as late now. If you fall behind please take work home to complete and talk with me about a plan to get caught up.**
- I have created a FAQ (Frequently Asked Questions) document in the assignments folder to help with class specific questions such as saving documents. I will be updating this document so check it out if you have a problem and need a quick answer!

All previous assignments should be turned in. At this point, unless we have made other provisions, assignments are due the day after they have been assigned. If an assignment is late, there will be a reduction in the grade based on the amount of time it was late. PLEASE check your grades online at least once a week!!!

After everything else is complete, find a Photoshop tutorial online (or complete the one you started earlier) and start working on your own version of what they are showing you how to do. This will be an ongoing assignment when you have completed work in class.

Day 8

All previous assignments should be turned in. At this point, unless we have made other provisions, assignments are due the day after they have been assigned. If an assignment is late, there will be a reduction in the grade based on the amount of time it was late. PLEASE check your grades online at least once a week!!!

Follow the [following link to my class Youtube](#) channel, make sure you are logged in to Youtube using your school email address and subscribe to the channel (click "Subscribe" on the upper right side of the page). I will be adding videos periodically to help you with things in class.

Watch the following tutorials before you begin drawing today. This will be the last "tutorial based" Photoshop assignment we will have. If you feel like you need

[Tutorial #2 Pen tool](#)

[Tutorial #3 Text tool](#)

Complete 100-6

- Choose from one of the pictures (found in 100-6 in the assignments folder) to draw in Photoshop. You may NOT trace this picture. You will have two days to complete this assignment. You should draw the entire picture (some of the selections have two pictures to draw).

Before you begin your drawing, research what the drawing is trying to demonstrate and add an explanation **in** your drawing.

Day 11

MAKE SURE YOU USE 3D MAX 2018!!!!

Watch the following 3D Max tutorials. Start building a 3D town using shapes found in 3D Max. You should make the ground a plane that fits the grid on the orthographic view. Have fun with it! This is something that we will be adding to and changing for many weeks. **PLEASE KEEP THIS IN YOUR UNFINISHED FOLDER UNTIL I TELL YOU TO TURN IT IN!**

The first time you open 3D Max, it will ask you several questions about how you want it set up. **KEEP ALL OF THE STANDARD SETTINGS! JUST CLICK CONTINUE OR OK.**

You may have to activate your 3D Max. If so, here is the information:

Serial number: 563-05648892

Product Key: 12811

3D Max has changed their interface, however, most things are still in the same spot, some just have different looking icons. If you're having trouble finding something, rewind the video and watch what is being clicked on.

[3D Max XYZ](#) (This video just watch)

[3D Max Box and Sphere](#) (Follow along with this video and turn in your results as "3D Max Box")

[3D Max Rotate and Scale](#) (Follow along with this video and turn in your results as "3D Max Rotate")

FROM NOW ON, YOU WILL FOLLOW ALONG AND TURN IN ALL TUTORIALS UNLESS TOLD OTHERWISE!!!

Requirements for town today:

- 1) Place a plane below everything to make a "ground"
- 2) At least four houses with roofs
- 3) Put in a park somewhere in your town that includes a playground with swings, a place for kids to play and an area for pets

Day 7

MAKE SURE YOU ARE READING ALL OF THE ANNOUNCEMENTS EACH DAY! YOU ARE RESPONSIBLE FOR WHAT IS IN THESE. IT IS EASY TO MISS SOMETHING IF YOU DO NOT READ!!!!

WHEN YOU TURN THINGS IN, YOU MUST HAVE THE NUMBER OF THE ASSIGNMENT FIRST!

Complete 100-5 Perspective drawing

Use [this link to a video](#) that will show you how to complete this assignment. This assignment should be turned in as a .psd (photoshop file) and leave all of your reference lines in the drawing.

If you complete this assignment early, please visit the tutorials folder and try one of the Photoshop tutorials. **THESE TUTORIALS ARE TO HELP YOU LEARN PHOTOSHOP. They do NOT have to be done perfectly!!!! Just try your best and have fun with them.**

Please take home any work that is in PowerPoint and/or Word and finish it as homework. I will now be starting to count work as late if it is not turned in the day after I assign it unless stated otherwise. GRADES WILL START BEING PUT INTO THE GRADEBOOK VERY SOON!!!!

When you open your dropbox folder you should have turned in:
001-1

3D object
100-1
100-3
101-1
Photoshop Basics 01
Photoshop Shapes
100-2
100-4
Photoshop Tools 1 (100-41)
Photoshop Tools 2 (100-42)

IF YOU DO NOT HAVE SOMETHING TURNED IN IT WILL BE PUT IN THE GRADEBOOK AS A 0 SOON!!!!!!

Complete Project 101-2

WHEN YOU TURN THINGS IN, YOU MUST HAVE THE NUMBER OF THE ASSIGNMENT FIRST!

Complete Project 100-4

[Photoshop Tools 1 \(video\)](#)
[Photoshop Tools 2 \(video\)](#)

- Watch both videos
- While watching the videos **have Photoshop open**
- Open the pictures that go along with the video and **manipulate the pictures just as the video does**
- Turn in your final edited pictures as **100-41** and **100-42** respectively
- **Save your picture as a .jpg file. (The way you do this is go to File -> Save As and then select .jpg as the file type)**

Think of a Photoshop project that you can work on anytime you complete an assignment early. This can be a picture that you want to alter, a YouTube graphic, or anything else you would like to try (school appropriate). If and when you get done with assignments early, this is what you will be assigned to work on. You are more than welcome to find tutorials to help you with Photoshop on your own as long as you have completed ALL assignments. This will be an ongoing project and will be what you work on once everything else is complete.

Honors students: Read the honors content and start working out an idea

SET UP YOUR QUIA ACCOUNT / DO THIS BEFORE YOU START WORKING ON PAST ASSIGNMENTS!!!!!!

- Open up the Quia website by typing the following web address into your browser www.quia.com
- Select **Quia web**
- If you have a Quia account that uses your **lunch number or Google ID** and **computer password** already you will be able to use this account. Log into it to make sure you can access it.
- If you do NOT have one set up using this information, create an account with the information (**USE YOUR GOOGLE ID FOR THE USERNAME AND COMPUTER PASSWORD FOR THE PASSWORD**). If you use something different than these, you are responsible for remembering what it is and taking care of issues due to not being able to log in. If you cannot log in due to a forgotten password, you will not get credit for the quizzes!
- Log out

Quia Class Code: MAKE SURE YOU SELECT THE CORRECT CLASS!!!!!!

SciVis Block 1
DFAGJF336

SciVis Block 3
DAKEHN733

AFTER YOU HAVE SET UP QUIA, PLEASE CONTINUE WITH THE ASSIGNMENTS BELOW!!!!

HONORS PAPERS ARE DUE TODAY!

- DO NOT PUT ANY MORE WORK INTO THE FIRST DAYS PAINT ASSIGNMENT! PLEASE TURN THIS IN AND CONTINUE TO GET CAUGHT UP IF YOU ARE STILL WORKING ON IT.

- ALL ASSIGNMENTS MUST HAVE THE NUMBER OF THE ASSIGNMENT IN FRONT OF IT WHEN TURNED IN!!!!!!

[FOLLOW THESE INSTRUCTIONS TO SIGN IN TO ADOBE BEFORE YOU CONTINUE!!!!](#)

1) Watch this video first have PhotoShop open and follow along. ALL TUTORIALS IN THIS CLASS SHOULD BE FOLLOWED AND TURNED IN. FOR EXAMPLE, WHILE WATCHING THE TUTORIAL BELOW, OPEN PHOTOSHOP, DO WHAT I'M DOING IN THE VIDEO AND TURN IN THE FINAL PRODUCT AS "Photoshop Tutorial Basics 01".

Photoshop Basics 01



2) Watch this video second

Photoshop Shapes



2) Complete 100-2

You must use Photoshop to complete this assignment

IF you finish this assignment early, work on your 3D drawing from the past day. Make this drawing look as realistic as possible.

I apologize, however, Photoshop is still not working. We have the IT people working on it. Until then, we are going to try to get as much of the "academic" work we can do out of the way.

All previous assignments should be turned in. At this point, unless we have made other provisions, assignments are due the day after they have been assigned. If an assignment is late, there will be a reduction in the grade based on the amount of time it was late. PLEASE check your grades online at least once a week!!!

Complete Project 101-1**HONORS PAPERS ARE DUE WEDNESDAY!****Day 4****Complete 100-3**

This assignment has videos in the PowerPoint. In order to answer all of the questions, you must watch and listen to the video. If you can not access the videos through the PowerPoint, there is a folder called "Movie clips for PP" that houses all of the videos. If you are still having trouble opening the videos from the folder, Right click on the video -> choose "open with" -> click VLC.

We will have our first quiz Wednesday on 100-1 & 100-3.

Think of a Photoshop project that you can work on anytime you complete an assignment early. This can be a picture that you want to alter, a Youtube graphic, or anything else you would like to try (school appropriate). If and when you get done with assignments early, this is what you will be assigned to work on. We will be covering the basics of Photoshop starting tomorrow and you are more than welcome to find tutorials to help you with photoshop on your own as long as you have completed ALL assignments.

HONORS FORMS ARE ON THE FIRST PROJECT TABLE AS YOU WALKED INTO THE ROOM. THESE WILL BE DUE NO LATER THAN WEDNESDAY SEPT. 3 IF YOU WOULD LIKE TO TAKE THIS CLASS FOR HONORS CREDIT.

Day 3

It is very important that when you save an assignment to be graded it starts with the number I gave you for that assignment.

Example: today's assignment should be saved as "100-1 history" OR "100-1 my assignment". Both are correct as long as the number is the first thing. Please check the assignments you have already turned in and added the corresponding number to the assignment.

FINISH YOUR PAINT DRAWINGS FIRST! THESE WERE DUE AT THE END OF THE LAST CLASS.

Complete 100-1

(Assignments for the day will always be in red ... do the red items first) If you can not access the assignments folder here is a link to the assignment

[PowerPoint Link](#) | [Assignment Link](#).

After you complete this assignment please start a drawing in Paint of something of your choice. This drawing will be something you work on during your free time in class for the next few days. It should be the highest quality you can produce.

Day 2

ALL DROPBOXES SHOULD BE WORKING NOW. IF YOU DID NOT SET UP BOTH SHORTCUTS IN THE LAST CLASS, DO THAT FIRST!!!

MAKE SURE YOUR ASSIGNMENTS ARE TURNED IN NAMED THE SAME AS YOU RECEIVED IT!!! (Ex. **001-01 Paint**) WHEN YOU HAVE COMPLETED THE PAINT ASSIGNMENT, IT SHOULD BE TURNED IN TO THE MAIN FOLDER. IT WILL NOT BE GRADED IF LEFT IN THE UNFINISHED FOLDER OR ON YOUR COMPUTER.

FINISH THE ASSIGNMENT 001-01

When you finish:

- Pick a 3D object (from the room or from a picture on the internet) and try to draw the object in paint making it appear 3D). Save this drawing in your unfinished folder (only work on this until the end of the class period today, turn it in and name it "3D object")

OR

- **Work on your honors submission.**

Honors applications and assignment will now be due Friday, Feb. 1st. If you would like to take this class for honors credit, I must have both no later than the end of the class period that day.

Day 1

1) It is very important that you read EVERYTHING that has been posted each day. Many times there will be things posted here that are not said in class that you are responsible for. Items in **green** (other than links) are for honors students.

2) **Log into your Google account.** Remember that it is [your info]@students.k12.nc.us

3) **Take the following survey.** Please answer all questions and take your time. Many of the answers you give will determine assignments you have in class. You must be logged into **Google** using your **SCHOOL GOOGLE** login to view the survey.

[Survey](#)

4) **Set up the Share Point folder:** Use the following links to set up your dropbox and assignments folder (one is written and one is a video. You do NOT have to do both!). Keep this document somewhere you can find it due to the fact any time you move computers or your computer has to be reimaged, you will need to complete these steps again.

ONLY SETUP THE SciVis 1 shortcut. Your Dropbox is not available yet. We will set your Dropbox up at a later time

[Set up your dropbox and assignments folder](#)

5) Complete 001-01

You will find all the assignments in the shortcut you created in the instructions below.

Follow the numbers in your assignments folder (SciVisI). 001 Startup -> 001-01 Paint activity then open any documents you see.

Put all of your drawings on one Word document to turn in.

Do the best you can on the drawings and use the entire two days. If you get done early, go back and improve your work, color in your drawings and make sure it represents the best you can do.

IF YOU CANNOT ACCESS THE ASSIGNMENTS FOLDER BELOW IS A LINK TO THIS ASSIGNMENT SO YOU DO NOT GET BEHIND.

[Assignment Link](#)

MAKE SURE TO SAVE YOUR WORK AS "001-01 Paint"

We will always save work as the number first and then a title (the title is not as important as the number.

6) If you are interested in taking this class as an honors class please read the "Honors" SciVis page (link found to the left) and get a honors permission form from me. **READ THE FORM VERY CAREFULLY AS THERE IS AN ASSIGNMENT THAT GOES WITH THE SUBMISSION FORM!**

RSS



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